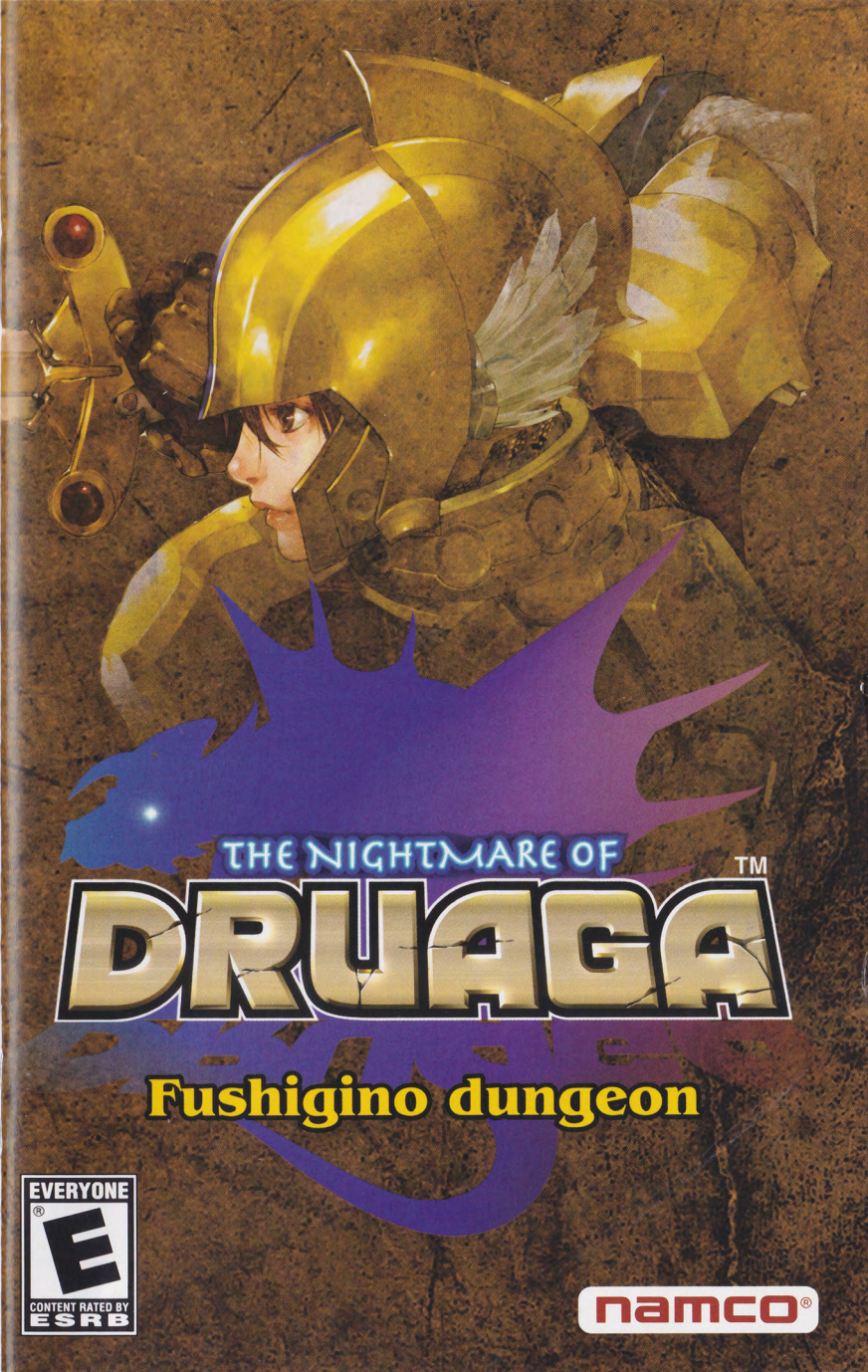

THE NIGHTMARE OF
DRUAGA
TM
Fushigino dungeon
EVERYONE
E
CONTENT RATED BY
ESRB
namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



THE NIGHTMARE OF DRUAGA™ FUSHIGINO DUNGEON

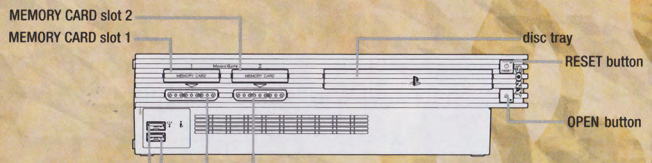
Instruction Manual

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Thank you for purchasing The Nightmare of Druaga: Fushigino dungeon, for PlayStation®2. Please read this instruction manual before playing the game.

GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

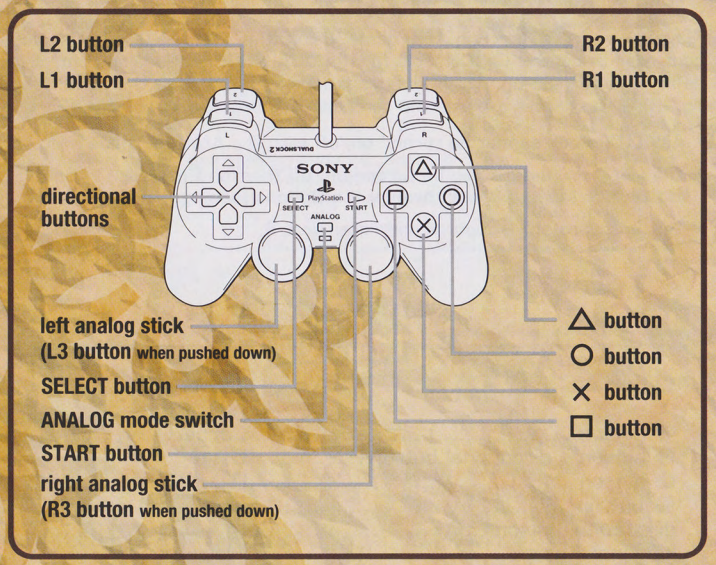
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *The Nightmare of Druaga™: Fushigino Dungeon* disc on the disc tray with the label side facing up. Press the OPEN button again and disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games. A minimum of 444KB must be available in order to save game data.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER

* Controls are the same for the DUALSHOCK®2 analog controller and other controllers.

Players progress through the game using the DUALSHOCK®2 analog controller to control Gil. Controls for the DUALSHOCK®2 analog controller differ in town (see pg.10), in dungeons (see pg.15) and in the Menu (see pg.16). This chapter explains the controls used in these three areas.

- ANALOG mode cannot be turned on/off with the ANALOG mode switch.
- The vibration feature can be turned on/off through Controller Vibration in CONFIG. (see pg.8), or through the Options (see pg.18) in the Menu.
- This software only supports controller port 1.

TOWN

⊗ button	Talk to people; Advance messages
○ button	Cancel
○ button + directional buttons	Dash
△ button	Open Menu
□ button	(Not used)
directional buttons	Move Gil
left analog stick	Move Gil
right analog stick	(Not used)
L1 button	(Not used)
L2 button	(Not used)
R1 button	(Not used)
R2 button	(Not used)
SELECT button	(Not used)
START button	(Not used)

When in town, use the left analog stick or the directional buttons to move Gil around and press the ⊗ button to talk to citizens. The ⊗ button is also used to enter commands when trading or combining items in shops. The ○ button is used to cancel commands, and can be held down while using the left analog stick or the directional buttons to cause Gil to dash. The Menu can be opened with either the △ button or the START button. All other buttons and the right analog stick are not used.

MENU

○ button	Cancel; Close Menu
⊗ button	Confirm
△ button	Change display
□ button	Sort items
directional buttons	Move cursor
left analog stick	Move cursor
right analog stick	(Not used)
L1 button	Change display
L2 button	Turn page
R1 button	Change display
R2 button	(Not used)
SELECT button	(Not used)
START button	Close Menu

The Menu can be opened by pressing the △ button or the START button when in town or in a dungeon. Various commands can be performed in the Menu, such as equipping or using items. Use the directional buttons to select commands, then follow the instructions that appear in the various windows on the screen.

DUNGEON

○ button	Cancel; Close Menu
⊗ button	Attack
○ button + directional button	Dash
△ button	Open Menu
□ button	Auto-target Show attack range Lock position
directional buttons	Move Gil
left analog stick	Open item shortcut
right analog stick	Open ability shortcut
L1 button	Rotate the field 90°
L2 button	Pass turn
R1 button	Rotate the field 90°
R2 button + directional buttons	Move diagonally
SELECT button	Change to Map Mode
SELECT button + directional buttons	Move map position
START button	Open Menu

When in dungeons, only the directional buttons are used to move Gil. Press the ⊗ button to swing Gil's weapon, and hold down the ○ button while pressing the directional buttons to dash. Enemies lurk in dungeons, but they won't move unless Gil performs an action. Take time to plan your actions before moving. The left and right analog sticks are used for shortcuts.

STORY



Three years have passed since the Druaga War.

The Kingdom of Babilim has been restored to its former glory.

Gil and Ki are to be wed and Gil crowned King on the morrow.

However, fate has something else in mind...

Monsters suddenly raid the city.

Gil rushes over to the shrine.

The shrine maidens tell Gil that Ki has been kidnapped.

A masked female sorceress kidnapped Ki and headed for the Tower of Druaga.

Outfitting himself in radiant gold armor, he rises to his feet.

He must head once more to the Tower of Druaga.

CHARACTERS







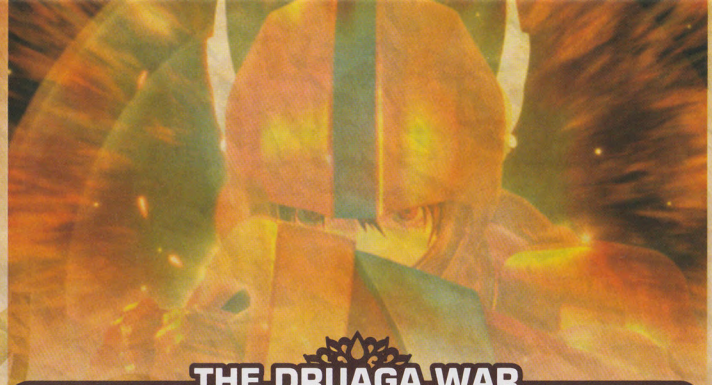
The golden knight returns once more to the realm of nightmares!

GIL



GIL

Donning his golden armor given to him by the chief god Anu, this prince of Babilim saved the kingdom from the dark ruler Druaga. Three years have passed since the war, and the ravaged land has finally been restored. With his upcoming wedding to Ki and his coronation at the kingdom's Restoration Ceremony fast approaching, Gil has been extremely busy of late.



THE DRUAGA WAR

Three years ago, the Sumar Empire invaded the neighboring Kingdom of Babilim and erected a tower that reached the heavens in an attempt to obtain the Blue Crystal Rod that lit the skies of Babilim. However, the celestial light was obstructed by the tower's shadow, and the seal that locked away Druaga, Lord of Darkness, was broken. Druaga entered the tower, released his minions and hid the Blue Crystal Rod. Ki ventured into the tower, but was imprisoned by Druaga on the top floor. Donned in his golden armor granted to him by the chief god Anu, Gil managed to defeat Druaga and rescue Ki.

KI



KI

Favored priestess of the goddess Ishtar, Ki has been granted divine powers. She is filled with excitement over her upcoming wedding with Gil, but is a little worried about having to lose her priestly powers once wed. A mysterious sorceress suddenly kidnaps Ki the day before her wedding.

SKULLD



SKULLD

Shrouded in mystery, this female sorceress shows up whenever creatures of the dark appear. An ominous mask hides her true countenance, but she seems to resemble Succubus – the dark priestess Gil once defeated. Her abduction of Ki and flight into the Tower of Druaga resurrects a nightmare that should have ended three years ago.

STARTING THE GAME

NEW GAME

Create new game data and play the game from the beginning. Insert a memory card (8MB)(for PlayStation®2) with at least 444KB of free space into MEMORY CARD slot 1, and select NEW GAME.



LOAD GAME

Continue an adventure from a previously saved game. Insert a memory card (8MB)(for PlayStation®2) that contains saved game data, and select LOAD GAME.



CONFIG.

There are three settings that can be configured. Settings can also be configured by selecting Options in the Command Menu.



SCREEN ADJUSTMENT
Adjust the screen position. Use the directional buttons to adjust the X – Y coordinates and confirm the setting with the ⊗ button.

SOUND
Set the sound output to stereo or mono. Press the directional buttons ⬆ or ⬇ to select the setting, and confirm the selection with the ⊗ button.

VIBRATION
Turn the controller vibration function on/off. Press the directional buttons ⬆ or ⬇ to select the setting, and confirm the selection with the ⊗ button.

SAVING DATA

Game data is automatically saved in this game. Games can also be saved at any time while in town by selecting SAVE from the Menu, or by pressing the △ button while the Results Screen is displayed between dungeon floors.

- A memory card (8MB)(for PlayStation®2) is required to play this game.
- Only MEMORY CARD slot 1 is used.

CAUTION

If the console's power is turned off or the RESET button is pressed without saving, half your gold and all items that have not been inscribed will be lost when in dungeons. Half your gold will be lost when in town. Data may be corrupted if the power is turned off or the memory card (8MB)(for PlayStation®2) is removed while game data is being saved.

GAME FLOW

1. PREPARE FOR QUESTS IN TOWN

The town is where quests begin. You can find out information from citizens and use the facilities to trade items, improve equipment and perform various other actions. Prepare for quests here before heading out into the dungeons. You can only carry a limited amount of items, so be sure to store extra items. For more information about the town, see pages 10-14.



2. EXPLORE DUNGEONS

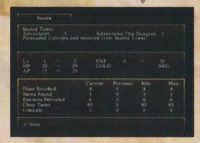
Once your preparations are complete, it's time to leave town and head off to the dungeons. Numerous creatures dwell in the dungeons, and will try to impede Gil at every turn. Make your way through the dungeons one floor at a time, defeating monsters and leveling up along the way. Don't forget to use items you find in treasure chests when needed. Once you've obtained the floor key and opened the exit, you can proceed to the next floor.



RETURN TO 1. AND START THE NEXT QUEST!

3. ACHIEVE YOUR OBJECTIVE AND GET OUT!

Your goal in dungeons is to reach either the lowest or highest floor. As you advance, traps and monsters grow stronger and more dangerous, sometimes enemy bosses await you on the lowest (highest) floors. If you feel the enemies are too strong, don't hesitate to pull back. When a dungeon has been cleared, the game will progress and you can proceed to a new dungeon.



BASIC GAME PROGRESS

TOWN ⟷ **DUNGEONS**

- Gather information
- Combine equipment
- Combine items
- Appraise/trade items
- Accept quests

- Head to lowest (highest) floor
- Battle/level up
- Collect items
- Search for treasure chests
- Perform quests

The basic flow of this game is to repeat the procedures described in boxes 1–3, increasing Gil's level and improving his equipment while performing various quests. As you advance in the game, the number of places Gil can go to increases. A firm understanding of the various actions that can be performed in town and in dungeons will make quests safer and help you advance through the game more smoothly. This game also features dungeons used for sub quests that do not affect the main storyline (see pg.13).

THE TOWN

There are a variety of facilities in the castle town of Babilim, where quests begin. Outfit yourself while in town and make sure you are fully prepared before heading into dungeons.

THE CASTLE TOWN OF BABILIM
- CITY OF ADVENTURE -

The town is divided into four general areas: the Shrine, the Town Hall, the Academy of Science, and the Residential Area. Use the facilities located in each area to help you on your quests. Be sure to talk with the townsfolk as well. You just might learn something useful.



GATE ROOM

The warp gate, which leads to the dungeons, is located here. Speak to the priestess to see a list of accessible dungeons, and choose a destination from the list.



THE SHRINE

This shrine, located within Babilim Castle, serves the goddess Ishtar. Gil and Ki's personal quarters lie within. Kazam, Captain of the Guard, stands in front of the Gate Room and is always happy to explain the fundamentals of combat.

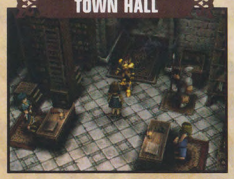


GIL'S CHAMBER

This is where Gil spends much of his time, when not occupied with other affairs. Nestom, Gil's attendant, is stationed here. Speak with him to organize items in your possession.

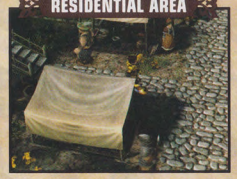


TOWN HALL



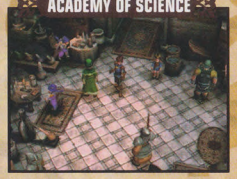
An ability (see pg. 25) researcher can be found in the Administrative Society, to the left of the Shrine. The Guild (see pg.13) is also located here, in which sub quests can be undertaken.

RESIDENTIAL AREA



The citizens of the kingdom live in this area, which spans out before Babilim Castle. Try talking with the guards posted at the gate and the other townsfolk. Item shops selling useful wares can also be found here.

ACADEMY OF SCIENCE



The kingdom's artisans spend their time mastering their crafts in the Academy of Science, located to the right of the shrine. They can improve items you carry and appraise unidentified items.

INSCRIBING ITEMS — THE SHRINE

If Gil collapses in a dungeon, he loses all items in his possession. Inscriptions serve to prevent equipment from being lost in this manner. Equipment inscribed with Ishtar's seal of protection will not be lost if Gil is incapacitated in a dungeon. Speak to the shrine maiden Calindra and she will inscribe items for a fee.



INSCRIBE
Pay Calindra her specified fee to have her inscribe an item of your choosing. Fee amounts depend on the type and power of items. You may continue inscribing items until you run out of gold or you reach your inscription capacity.

REMOVE INSCRIPTION
You can have Calindra remove an inscription from an item. There is a limit to the number of inscribed items you can possess. Use this service if you obtain an even more powerful item but cannot inscribe it because you have already reached the inscription limit. This service is free and can be performed on as many inscribed items as you wish.

CHARACTERISTICS OF INSCRIPTIONS

INSCRIBED EQUIPMENT WILL NOT BE LOST
Weapons and equipment with inscriptions won't be lost even if Gil is defeated in a dungeon.

INSCRIPTIONS COST MONEY
Money is needed to have an item inscribed. The more powerful the item, the higher the fee. Inscriptions can be removed for free.

THE NUMBER OF INSCRIPTIONS IS LIMITED
Only a single item may be inscribed at the start of the game. This number increases as you advance in the game.

RESIDENTIAL AREA

Speak with Tarkus, the town shopkeeper, to buy and sell items. He specializes in potions that recover hit points and cure abnormal states, and items that can be thrown at enemies.



BUY ITEMS
Pay gold to purchase items. Press the ⬆ or ⬇ directional buttons to scroll through the items one by one. Multiple items can be purchased at once.

SELL ITEMS
Items can be sold. Items that you possess a large amount of can all be sold at once using the directional buttons. This can also be performed by talking to Nestom, your personal attendant (see pg.14).

BLACKSMITH — ACADEMY OF SCIENCE

Speak with the blacksmith Osbald to have him combine equipment. Two items of the same category, and sufficient gold, are required to combine equipment.

COMBINE ITEM
Select a main item and a sub item, and pay the fee to combine the equipment. After the combination process is complete, the equipment will be improved, with increased parameters.



BLACKSMITH RULES

- Only items of the same category can be combined.
 Example 1: Sword + Axe: Can be combined
 Example 2: Shield + Armor: Cannot be combined
- When two items are combined, any gems in the sub item's ability slots disappear (see pg.24 to learn more about gems, and pg.25 to learn more about abilities).

[WEAPON COMBINATION PROCESS]

SELECT MAIN ITEM
First select the main item to use from your list of equipment.

SELECT SUB ITEM
Select a sub item to modify the main item.

COMBINE
Once you have selected a sub item, the cost of the combination process is shown. Select YES to complete the process.

MAIN ITEM IMPROVED
The main item is improved. This process may be repeated as long as you have combinable equipment and money.

ALCHEMISTS — ACADEMY OF SCIENCE

Item combination involves paying an alchemist money to combine two types of items to create a completely new item. Roots, leaves, potions and other such consumable items are also required. Certain item combinations are not possible.

COMBINE ITEM
Select a main item and a sub item, and pay the fee to combine the items.

MASTER & APPRENTICE

Sajia (Apprentice)
Does not always succeed at combining items, but sometimes produces rare items.



Aziel (Master Alchemist)
An expert at what he does, Aziel rarely blunders combinations. However, he won't produce any rare items like Sajia does.



[ITEM COMBINATION PROCESS]

SELECT ITEM A
Select a main item from the list of combinable items.

SELECT ITEM B
Select a sub item.

COMBINE
Verify the items to be combined and the cost, then select YES to combine the main and sub items.

ITEM C CREATED
An item has been created. Results vary depending on which alchemist combines the items.

SCHOLAR — ACADEMY OF SCIENCE

Speak with the appraiser Balba to have him appraise unidentified items discovered in dungeons. Unidentified equipment cannot be equipped, but unidentified potions may be consumed, upon which their effects will be revealed. Be sure to have items appraised when returning from dungeons.

UNAPPRAISED ITEMS
The fee is 10G per item. If you use an item called the Balance Arcanum, you can identify items while in dungeons.



THE GUILD — TOWN HALL

Speak with Yorga in the Town Hall to accept sub quests. Rewards are awarded for completing the quests. The number of sub quests will increase as the game progresses.



[SUB QUEST PROCESS]

SELECT A SUB QUEST
Select a sub quest from the list of Normal Quests. Sub quest objectives, difficulty levels and rewards vary from quest to quest.

SCENARIO BEGINS
Once a sub quest has been selected Gil's equipment and level are reset. Make your way through the dungeon and perform your assignment.

ACHIEVE THE OBJECTIVE
When you achieve a sub quest's objective, the quest is cleared and you can receive a reward. Gil's level and equipment are returned to their previous states and the main game resumes.







RECEIVE YOUR REWARD

QUEST RULES

- Gil starts out at level 1.
- He is equipped only with items possessed at the beginning of the game, or with items specified in the quest description.
- Shops and other facilities cannot be used.
- Items obtained during a quest disappear when the quest is completed.
- Entrances to dungeons differ depending on the quest.
- Speak to Yorga at the guild when a quest objective has been achieved, or if you wish to quit a quest.
- Quests cannot be saved. To save the game, you must first cancel the quest.

STORAGE

SHRINE | TOWN HALL | ACADEMY OF SCIENCE | RESIDENTIAL AREA

Speak with Gil's attendant Nestom to check items into or out of storage. There are limits to the amount of items you can carry as well as the amount of items that can be stored, but the amount of items you can carry increases as the game progresses.



STORE ITEM
Store items you are carrying in storage. A maximum of 150 items can be stored. Gold cannot be stored.

RETRIEVE ITEM
Retrieve items in storage. Gil can carry a maximum of 50 items at the start of the game.

SELL ITEM
Have Nestom sell items in your possession. This command can only by performed in Gil's Chamber, the Town Hall and the Academy of Science.

ABILITY TRANSFER SHOP

TOWN HALL

Speak with Chilna at Town Hall to transfer an ability from one piece of equipment to another. When a piece of equipment has been combined at least fifteen times, its ability can be transferred. Select a piece of equipment to receive the ability, then select the piece of equipment that has been combined at least fifteen times. The former item will receive the ability of the latter. As with combining, ability transfers can only be performed between equipment of the same category.



COMBINED ITEMS & ABILITY TRANSFERS

The abilities of items that have been combined fifteen times or more can be transferred to other items, but the amount of times the item has been combined cannot be transferred (this value is returned to 0). The maximum number of abilities an item can be given is five. When transferring an ability from an item that has multiple abilities, the ability transferred will be determined randomly.

[ABILITY TRANSFER PROCESS]

SELECT MAIN ITEM
Select a piece of equipment to receive the ability. There are no combination restrictions for this item.

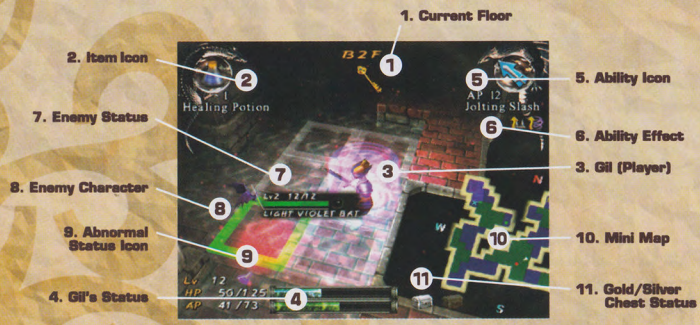
SELECT SUB ITEM (+15 OR GREATER)
Select a piece of equipment in the same category whose ability you wish to transfer. Its combination history must be at least +15.

TRANSFER
Verify your selections and the cost. Select YES to transfer the sub item's ability to the main item.

MAIN ITEM RECEIVES ABILITY
The sub item is lost and the main item now possesses the transferred ability.

DUNGEON SCREEN

This chapter introduces the various screen elements and icons that are displayed.



1. Current Floor	The floor the player is currently on.
2. Item Icon	The selected item in the Item Shortcut.
3. Gil (Player)	The character the player controls.
4. Gil's Status	Gil's level/Hit Points/Ability Points.
5. Ability Icon	The selected ability (see pg.25) in the Ability Shortcut.
6. Ability Effect	The effect that will occur by using the ability.
7. Enemy Status	The enemy character's level/Hit Points/Name/Attribute.
8. Enemy Character	
9. Abnormal Status Icon	Shows when Gil is affected by an abnormal status, such as Poison or Sleep.
10. Mini Map	A map of the current floor.
11. Gold/Silver Chest Status	The status of gold/silver chests on the floor.

*Gil's position and those of enemies are shown on the mini map. The following chart explains the meanings of the various icons. Only enemies within Gil's field of view are displayed, but keys and exits are always marked no matter how far Gil is from them.

MAP SYMBOLS



ICON DEFINITIONS

- ▲ = **PLAYER** — Gil's current position
- ● = **ENEMY** — Enemy positions
- ● = **ITEM** — Item & treasure chest locations
- ● = **KEY** — Key necessary to go to next floor
- × = **TRAP** — Causes damage when stepped on
- ■ = **EXIT** — Door to next floor
- × = **SWITCH/WOODEN BOX** — Wooden box or a switch
- ● = **GOLD/SILVER CHEST** — Gold or silver chest locations

MENU

Press the △ button to display the Menu, which is comprised of several different windows. Various actions can be performed here, such as changing equipment or viewing Gil's status. Press the ↑ or ↓ directional buttons to select commands in the Command Window, and confirm your selection with the ⊗ button. Another window will appear depending on the command selected. Some menu commands can only be performed in dungeons.



1. COMMAND WINDOW
2. ATTRIBUTE WINDOW
3. STATUS WINDOW
4. HELP WINDOW

1. COMMAND WINDOW



- Equipment – View/change equipment Pg.17
- Items – View/use items Pg.17
- Status – View parameters/status Pg.17
- Look – Commands for ground items Pg.17
- Valuables – View list of valuable items Pg.18
- Hints – Game tips Pg.18
- History – View record of quests Pg.18
- Options – Environmental settings Pg.18
- Save – Save game Pg.18

2. ATTRIBUTE WINDOW



ATTACK ATTRIBUTES
Gil's offensive attributes. These reflect the attributes of equipped weapons (see pg.19).

DEFENSE ATTRIBUTES
Gil's defensive attributes. These reflect the total values of all equipped armor (see pg.19).

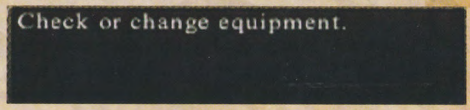
3. STATUS WINDOW



- Current Level
- Hit Points
- Ability Points
- Ishtar's Protection (see pg.20)
- Attack Ability (physical attacks)
- Defense Ability (physical defenses)
- Intelligence (affects magical abilities)
- Experience Points
- Experience Points Required to Level Up
- Money

4. HELP WINDOW

Descriptions of commands and items the cursor is pointing to are shown in this window.



EQUIPMENT

CHANGING EQUIPMENT



Weapons, shields, helmets, armor, gauntlets, boots and accessories (2) are listed in the Equipment Menu respectively from top to bottom. Use the ↑ or ↓ directional buttons to select the item you want to equip/unequip and press the ⊗ button to confirm the selection.

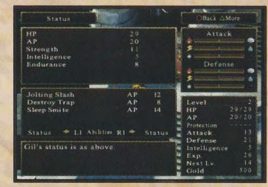
ITEMS



Items in your possession can be used in this menu. Press the ➡ directional button to view available slots and gems (see pg.26). The following additional commands can be performed in dungeons.

USE Use items like potions, feathers and gems.
PLACE Place an item on the ground. This can be performed with all items.
THROW Throw an item at an enemy. This can be performed with items like spikes and bombs.
OFFER Offer an item to Ishtar. This can be performed with all items.

STATUS



Use the Status menu to check Gil's current status. This menu will display any abnormal conditions or ability effects Gil may be experiencing (see p.28). Press either the L1 or R1 buttons to cycle between Gil's current status and abilities.

USABLE ABILITIES

A list of currently usable abilities (see pg.25) and the amount of AP they require can be viewed in the Status menu. Press the △ button to display a description of each ability in the Help Window. Scroll through the abilities with the ↑ or ↓ directional buttons, and press the ○ button to return to the previous screen.

LOOK

Commands for items lying on the ground in dungeons can be performed without having to first pick up the items. These commands cannot be performed when Gil is in town or when there are no ground items at Gil's feet.

USE Use ground items such as potions and gems.
THROW Throw ground items such as spikes and bottles.
EXCHANGE Exchange a ground item for an item in your possession.
PICK UP Pick up ground items.
OFFER Offer ground items to Ishtar.



VALUABLES

You can view a list of valuable items that are necessary for the story to progress or for sub quests. Press the ⬆ or ⬇ directional buttons to scroll through items and view their descriptions in the Help Window.



TIPS

You can view hints to help you on your quests.



HISTORY

Statistics of completed quests can be viewed. Use this to aim for even better results.



OPTIONS

In the Options menu you can configure Vibration, Sound, Camera View, Camera Rotation, Mini Map, and Screen Adjustment. This menu offers more specific settings than the CONFIG. menu (see pg.8).



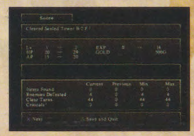
SAVE

Select this option to save game data and quit the game. This command can only be performed in town. Note that saving game data in this manner and in dungeons will require you to quit the game.



HOW CAN I SAVE IN DUNGEONS?

The Save command in the Menu cannot be selected in dungeons. If you wish to quit the game while in a dungeon, you can do so on the Results Screen after clearing a floor. Press the △ button at the Results Screen to save game data and quit the game.



EQUIPMENT ATTRIBUTES

Some equipment such as weapons and accessories have attributes. There are a total of six attributes, each of which has a counter attribute and vice versa. When possessing an attribute, you can deal more damage to certain enemies and also be dealt less damage when hit by certain enemies. Total attribute values of currently equipped items can be viewed in the Equipment Menu.



Attribute ⟷ Counter Attribute

Fire ⟷ Ice

Thunder ⟷ Water

Light ⟷ Dark

ATTRIBUTES & ATTACKS

When attacking enemies who have opposite attributes from you, bonus damage is dealt. For example, If both Gil's attack and defense attributes are Fire, he will deal more damage than usual when attacking enemies with Ice attributes, but will in turn receive more damage than usual when hit by enemies with Ice attributes.



ATTRIBUTES & DEFENSE

When defending against attacks from enemies of the same attribute as you, damage is reduced. If both Gil's attack and defense attributes are Thunder, he will deal less damage than usual when attacking enemies with Thunder attributes, but will in turn receive less damage than usual when hit by enemies with Thunder attributes.



ENEMY ATTRIBUTES

Enemy defense attributes are displayed as a symbol to the left of their Hit Point bars. Attack attributes depend on the type of attack.



ADVENTURING RULES

Dungeon layouts differ from one another, yet all dungeons share common adventuring rules. This section introduces the basic rules for exploring dungeons.

AT ONCE TURN SYSTEM

When in dungeons, the game operates on a turn-based system in which enemies perform an action for each action Gil performs. If Gil does not move, neither will the enemies, allowing you plenty of time to think through your actions even in the most harrowing of battles. Note however that speed values are assigned to attacks and movements. Battles with enemies are governed by an At Once Turn System, in which these speeds influence the results of actions. A thorough understanding of attack and movement speeds will help you efficiently defeat enemies while sustaining minimal damage.



FLOOR KEYS

All dungeons are comprised of numerous floors, the bottom or top of which you must reach in order to clear the dungeon. When you locate the key to a floor its icon will be displayed at the top center of the screen. Once a floor's key is obtained, you can proceed to the next floor.



LEVEL UP

Experience Points are awarded when you defeat enemies in dungeons. When a certain number of Experience Points have been obtained, Gil increases a level and grows stronger. Gil's current level, total number of Experience Points and the number of Experience Points needed to advance to the next level can be viewed in the Menu. Levels do not decrease after dungeons are cleared (except for sub quests).

ISHTAR'S PROTECTION

When in dungeons, Gil is protected by Ishtar and radiates light, illuminating his surroundings. Ishtar's protection diminishes with the passing of each turn, reducing Gil's field of view until the dungeon turns completely black. Ishtar's diminishing protection can be restored by offering items to the goddess.

INCAPACITATED IN DUNGEONS

When Gil has been incapacitated by an enemy in a dungeon, all items except for those inscribed are lost along with half your gold, and Gil is returned to town. Gil's level does not decrease.



COMBAT RULES

ATTACK & MOVEMENT SPEED

Unlike conventional turn systems, The Nightmare of Druaga: Fushigino dungeon employs a system that processes actions based on their speeds. Gil's weapons and breastplate are assigned weight values, and enemies are assigned attack and movement speeds. If Gil has a faster attack speed than an enemy, he can attack first. If his movement speed is faster than an enemy's, he can evade the enemy's attack. Be sure to factor in your equipment and enemy characteristics when performing actions.

ATTACK SPEED
Gil's equipment affects his speed of attack. The heavier his equipment, the slower his attack speed.

MOVEMENT SPEED
Gil's equipment also affects his rate of movement. The heavier his equipment, the slower his movement speed.

EXAMPLE 1

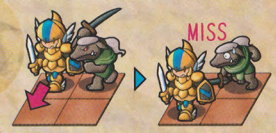
GIL'S ATTACK SPEED > ENEMY'S ATTACK SPEED



1. Gil's attack hits ⇨ 2. Enemy's attack hits
If Gil and an enemy simultaneously attack each other, the one with the faster attack speed hits first.

EXAMPLE 2

GIL'S MOVEMENT SPEED > ENEMY'S ATTACK SPEED



1. Gil moves down ⇨ 2. Enemy's attack misses
If Gil's movement speed is faster than an enemy's attack speed, he can successfully evade attacks from enemies adjacent to him.

EXAMPLE 3

GIL'S ATTACK SPEED < ENEMY'S MOVEMENT SPEED



1. Enemy moves in front of Gil ⇨ 2. Gil's attack hits
If Gil's attack speed is slower than an enemy's movement speed and he attacks one space directly in front of an enemy, he will damage the enemy after the enemy moves.

MONSTER SHADOWS & SPEED RATES



RED SHADOWS
Enemies with red shadows have faster attack speeds than Gil.



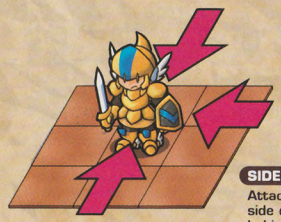
BLUE SHADOWS
Enemies with blue shadows have slower attack speeds than Gil. When standing next to enemies with blue shadows, Gil can defeat them while being hit less than enemies with red shadows.

ATTACK DIRECTION & DAMAGE

When struck by an enemy, the amount of damage Gil sustains depends on the direction of the attack. This applies when Gil strikes enemies as well. Attacks from the sides or the rear cause more damage. Consider carefully the differences in speeds when moving to evade enemy attacks.



REAR ATTACKS
Rear attacks cause tremendous damage.



SIDE ATTACKS
Attacks from the side or diagonally behind Gil cause additional damage.

FRONT ATTACKS
Frontal attacks (including diagonal attacks) do not cause additional damage.

STEPS & TERRAIN EFFECTS

Some dungeon floors have steps. Gil (and enemies) can climb one step at a time, and descend up to two steps at a time. Gil can also attack enemies (and vice versa) who are one step away. In these cases, the higher character deals more damage and the lower one deals less damage.

STEP MOVEMENT SPEEDS

When climbing steps and other such terrain, Gil moves in a special climbing motion in which his movement speed is slower than normal when climbing up, and faster than normal when climbing down.

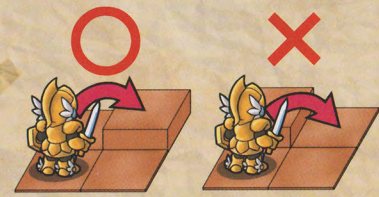
MOVING & ATTACKING DIAGONALLY

You can move Gil diagonally to cover more distance in fewer turns. However, diagonal moves cannot be performed if walls, obstacles or large steps obstruct the diagonal path.



MOVING/ATTACKING DIAGONALLY ON STEPS

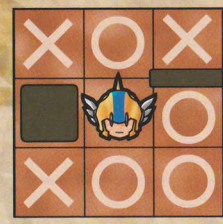
Diagonal moves and attacks are restricted when Gil is standing next to a step. If a square next to the diagonally adjacent target square is a high step, Gil can neither move to nor attack the target square. However, if the target square is a step and the surrounding squares are not, the normal rules apply in which Gil can climb or descend it if it is a single step, and descend it if it is two steps below.



MOVING/ATTACKING DIAGONALLY WITH OBSTACLES

Directions in which Gil can move and attack are also restricted when obstacles and walls are next to him.





O: ATTACKS PERMITTED
X: ATTACKS NOT PERMITED

Spaces behind walls and obstacles cannot be seen, but the red and blue shadows of monsters, which denote their speed differences in respect to Gil, are visible.

CRITICAL CONDITION & INCAPACITATION

Gil's HP display blinks red when his HP drop to 20% or lower, but no matter how much damage he sustains his HP will not be reduced below 1 with a single hit. When his HP value drops to 1, the entire gauge flashes, and Gil is in critical condition. If he sustains one more hit he becomes incapacitated. If incapacitated, Gil loses all items without inscriptions along with half of his gold, and is returned to town. When back in town, he is given a standard set of venturing gear from Ishtar and can return to his quest.



ATTACK TYPES

CLOSE RANGE ATTACKS

Close range attacks are performed with equipped weapons. Two-handed weapons deal more damage, but are heavier and prevent Gil from carrying a shield. In general, weapons strike the square immediately in front of Gil, but some weapons such as whips and spears can strike two squares ahead. Regardless of the weapon used, attacks consume one turn.



LONG RANGE ATTACKS

Throwing weapons can be used to damage far away enemies. All throwing weapons are treated as items, and can be used by selecting Throw from Items in the Menu, or from the Items Shortcut. Regardless of the type of throwing weapon, once used the weapon is lost and a turn elapses.



GEMS: MAGIC AREA ATTACKS

These attacks release the latent magic in gems to cause damage of specific attributes over large areas. Select Use from Items in the Menu or from the Items Shortcut, and select a target area with the directional buttons to invoke the magic (bottles are thrown similarly). Press the △ button to decide whether to cause heavy damage in a concentrated area, or light damage over a large area.



GEMS: EQUIPMENT SLOTS

Not only can gems be used as offensive items in dungeons, but they can also be inserted in equipment slots. Equipment adorned with gems are imbued with power, raising their parameters. The types and amounts of parameters raised depend on gem types and attributes. Once a gem has been attached to a piece of equipment, it cannot be removed.



ABILITIES

ABILITY TYPES

ACTIVE ABILITIES

Abilities are special powers inherent in equipment that produce a wide range of advantageous effects. Active abilities, contained in weapons and armor, consume Ability Points each time they are used. There are two types of active abilities: offensive abilities, whose effects end in a single turn, and supportive abilities, whose effects last several turns.

PASSIVE ABILITIES

Passive abilities are abilities inherent in accessories, whose effects last as long as the accessories are equipped. Their effects are not as powerful as active abilities.

ABILITY BOOST SYSTEM

When an active ability is used, a boosted state ensues for a certain amount of turns, during which time the Ability Shortcut contents are displayed in red. Ability effects are enhanced, but cost more AP during boosted states.



ABILITY EXAMPLES

This section introduces common examples of active and passive abilities. Abilities added to equipment differ depending on the equipment types. Be sure to visit the ability researcher in the Town Hall (see pg.14).

ACTIVE ABILITY EXAMPLES

OFFENSIVE

Wide Attack	Simultaneously attack all three forward directions.
Phantom Slicer	Swing weapon quickly, dealing damage with two consecutive strikes.

SUPPORTIVE

Guard Up	Temporarily increase physical guard for a number of turns.
Piercing Impulse	Swing behind an enemy as you attack.

PASSIVE ABILITY EXAMPLES

SUPPORTIVE

Anti-Poison	Lowers the likelihood of getting poisoned, for a number of turns.
Reflect Damage	Chance of reflecting damage from physical enemy attacks to the enemy.

ITEMS & TREASURE

ITEM TYPES



WEAPONS
Weapons used in close range attacks. Weapons come in a variety of types, such as swords, spears, axes and hammers.



ARMOR
Equipment that protects Gil. There are five types of armor, such as shields, breastplates, helmets, gauntlets, and greaves. Shields cannot be equipped when using two-handed weapons.



GEMS
Latent magic in gems and shards can be invoked in battle. Gems can also be inserted in equipment slots to improve parameters (see pg.24).



COMBINATION ITEMS
Roots, leaves, flowers and similar items are essential ingredients for combining item (see pg.12).



ACCESSORIES
Accessories produce various effects when equipped. A maximum of two accessories can be equipped.



THROWING WEAPONS
These expendable items can be used in battle to attack far away enemies. Examples include bottles, which cause area damage, and spikes, which strike individual targets.



POTIONS
These medicinal items recover HP, AP and abnormal status. Contents of unidentified potions can generally be determined based on their colors, but sometimes cause adverse effects.

UNIDENTIFIED ITEMS & TREASURE CHESTS

Some items found in dungeons are unappraised, and cannot be equipped until appraised. Contents of unappraised potions remain unknown until the item is consumed, which may be dangerous. To identify unidentified items, have the appraiser in the Academy of Science appraise them or use the Balance Arcanum (items can only be used in dungeons). Most treasure chests contain items. Check the colors of chests to determine what type of items they contain.



RED TREASURE CHESTS
(Weapons)



YELLOW TREASURE CHESTS
(Gold)



PURPLE TREASURE CHESTS
(Armor)



BLUE TREASURE CHESTS
(Potions & other consumable items)



GREEN TREASURE CHESTS
(Gems)

DUNGEON HAZARDS & OBSTACLES

TRAPS

Dungeons contain traps that cause damage when stepped on. All traps, regardless of type, are classified in one of three levels. The higher a trap's level, the more damage it causes. Be careful to avoid traps when adventuring in dungeons. All traps continue to cause damage when remaining on them while completing turns.



SPIKED FLOOR
Spikes spring up through the floor when this trap is stepped on, causing physical damage.



ATTRIBUTE TRAP (FIRE)
Flames flare up from the floor when this trap is stepped on, causing damage. There is no way to tell what attributes these traps are before stepping on them.



ATTRIBUTE TRAP (ICE)
Frozen winds billow forth from the ground when this trap is stepped on, causing damage.

OBSTACLES

Dungeons also contain various obstacles. A firm understanding of the nature of these obstacles will prove useful when adventuring. This section introduces each type of obstacle.



WOODEN BOXES
These obstacles can be broken by attacking them and cause no damage. They sometimes contain treasure chests.



WALLS
These are thin walls that can be broken by attacking them, Gil loses HP when breaking them. Walls cannot be broken if Gil's HP is too low.



UNBREAKABLE WALLS
Perimeter walls and walls that enclose a square on all four sides cannot be broken. Other obstacles such as trees and altars are also unbreakable.



SWITCHES
Switches operate devices on floors when attacked. Explore the floor for changes after throwing a switch.



SWITCH DOORS
These doors can be opened by attacking switches. They differ from exit doors, which connect dungeon floors.



SLIDES
Slides can be found in places where the ground is not level. Sliding takes one turn to perform.



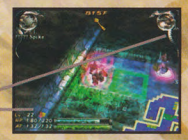
MOVING PLATFORMS
Stepping on these cause the player to automatically move. Only one turn elapses.



WARP PANELS
Stand on these to transport to other locations. If you see an apparently inaccessible area, try looking for a Warp Panel.

STATUS & EFFECTS

Gil's status sometimes changes depending on such factors as the effects of potions, Gil's abilities, and the abilities of enemies. Both positive and negative effects wear off after a certain number of turns are completed.



LIST OF NEGATIVE STATUSES

ICON	MEANING	EFFECT
	Sleep	Sleeping, unable to act.
	Poison	HP will be lost when a turn is completed.
	Panic	In a state of panic, actions cannot be performed normally.
	Freeze	Frozen and cannot move. Damage received is limited to 1.
	Power Down	Gil's physical attack power is weakened.
	Guard Down	Gil's physical guard power is weakened.
	Berserk	Only enemies experience this status. They go into a berserk state and attack Gil.

LIST OF ABILITY EFFECTS

ABILITY NAME	EFFECT	ABILITY NAME	EFFECT
Double Speed	Perform two actions per turn	Reflect Damage	Reflect physical attack
Triple Speed	Perform three actions per turn	Dodge	Chance to evade physical attacks
Power Up	Increased physical Attack Force	Elude	Chance to evade magical attacks
Magic Up	Increased magical Attack Force	Stealthy Step	Chance to evade trap damage
Guard Up	Increased physical Defense Force	Anti-Poison	Chance to escape Poison status
Resistance	Increased magical Defense Force	Anti-Sleep	Chance to escape Sleep status
Reflect Magic	Reflect magical attack	Anti-Panic	Chance to escape Panic status

DUNGEON SECRETS

GOLD & SILVER TREASURE CHESTS



Gold and Silver treasure chests are hidden on all floors except those where events occur. Certain conditions must be met in order to reveal these treasure chests. You can search for treasure chests as many times as you like on floors you have cleared. They can be revealed each time you visit the floor, but their contents may change.

SILVER TREASURE CHESTS



These appear somewhere on the floor once certain conditions have been met. When they appear, a special sound is played and an icon is displayed next to the AP Gauge.

GOLD TREASURE CHESTS



These appear somewhere on the floor once certain conditions have been met. Gold chests are more difficult to reveal than silver chests, but they contain very rare items.

BONUS DUNGEONS



Normally a key must be obtained to exit a floor, but the colors of doors on floors that have already been cleared change, and the doors can be broken down in order to exit. When a door is broken down, a Bonus Dungeon, in which enemies are stronger than normal, can be accessed. Bonus Dungeons contain four levels, and their layouts change each time they are entered. Break down the exit door in a Bonus Dungeon to advance to the next Bonus Dungeon floor, or use the key to return to the normal floor.

BONUS DUNGEON CHARACTERISTICS

Bonus Dungeon layouts change each time you enter one. Exit doors in Bonus Dungeons can also be broken down, in which case you will proceed to the next Bonus Dungeon floor with an even higher level of difficulty (there are four bonus floors in total). Bonus Dungeon difficulty levels are based on the difficulty level of the normal floor from which the Bonus Dungeon was entered. Feathers cannot be used in Bonus Dungeons.

If you obtain a key in a Bonus Dungeon and use it to exit through the door, you will return to the normal dungeon. Experience points are not awarded for defeating enemies in Bonus Dungeons, but enemies sometimes leave behind rare items.

ADVENTURING TIPS

DON'T FORGET ABOUT MOVING DIAGONALLY!

One diagonal movement would take two turns to perform if moving only vertically and horizontally. Moving diagonally increases your movement efficiency, which can make a big difference on large floors. Save time by moving diagonally whenever appropriate.



WHEN IN TROUBLE, USE A FEATHER!

Feathers, which are received upon entering a dungeon, are useful items that can whisk you safely back to town at any time. Defeat in battle has serious consequences, so don't hesitate to use Feathers when in trouble. Feathers are always prioritized first regardless of attack speeds.



LEVEL UP BEFORE ATTEMPTING DIFFICULT DUNGEONS!

The deeper you advance in a dungeon, the stronger the enemies will be. Gil's level will not be reset when leaving a dungeon, so if enemies are simply too strong, return to the town and attempt the dungeon again after you have gained experience and increased in level. Don't forget about Bonus Dungeons as well. Experience points are not awarded, but the gems and equipment that can be obtained in them might come in handy.



THOU SHALT NOT DAWDLE!

If you remain on a floor for too long, flaming Will O' Wisps will appear, which can send you into critical condition with a single hit. They can't be defeated either, so make your way through floors as quickly as possible. Note that a few floors start out with Will O' Wisps already present.

WILL O' WISPS!

Will O' Wisps cannot be defeated, and reduce Gil's HP to 1 with a single blow. After attacking Gil, a Will O' Wisp will transport to another location on the floor. There are three types of Will O' Wisps: red, blue and green.



CAREFULLY CONSIDER ENEMY CHARACTERISTICS

Enemy characters in dungeons have different attack methods, speeds, properties and other characteristics depending on their type. Knowledge of your enemy is invaluable in combat. This chapter introduces a few common enemies by type. Note that if an enemy does not display a blue or red shadow indicating its speed difference; it means that Gil is not familiar with that particular enemy.

SLIMES



Slow attack & movement speeds. Some slimes can launch long range magic attacks.

KNIGHTS



There are many different types of knights that brandish a wide range of weapons. Watch out for weapons that can strike two squares ahead.

SKELETONS



Skeletons crumble when defeated, only to take shape again several turns later. Defeat them a second time to receive experience points.

BATS



Bats are too quick for you to strike first. Attack when one space separates you from them.

SURPLUS OF EQUIPMENT?

As the game progresses, more and more powerful weapons can be obtained. If you have any extra equipment after returning from a dungeon, either sell it for gold, or combine it to make a main weapon even stronger. Don't forget to remove inscriptions first!

STORE ITEMS WITHOUT INSCRIPTIONS

When incapacitated, all equipment except for those with inscriptions will be replaced with standard adventuring gear. Store spare equipment that does not have inscriptions with Nestom just in case.



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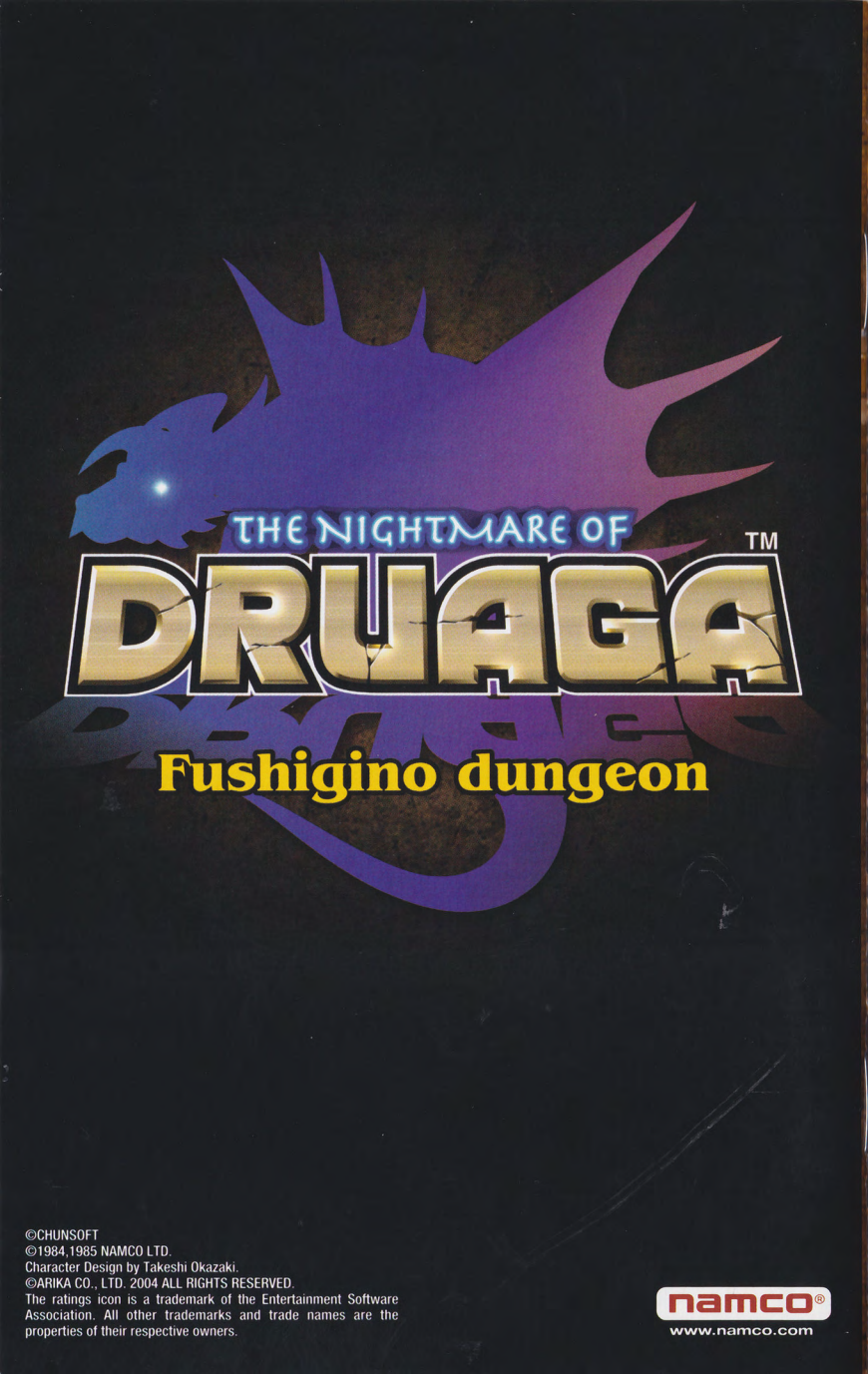
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